

LEGO
ADVANCE
GAME BOY®



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*The official seal is your assurance
that this product is licensed or
manufactured by Nintendo. Always
look for this seal when
buying video game
systems,
accessories, games
and related*

Nintendo does not license the sale or use of products
without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY®
ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™
VIDEO GAME SYSTEMS.**



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTROLS





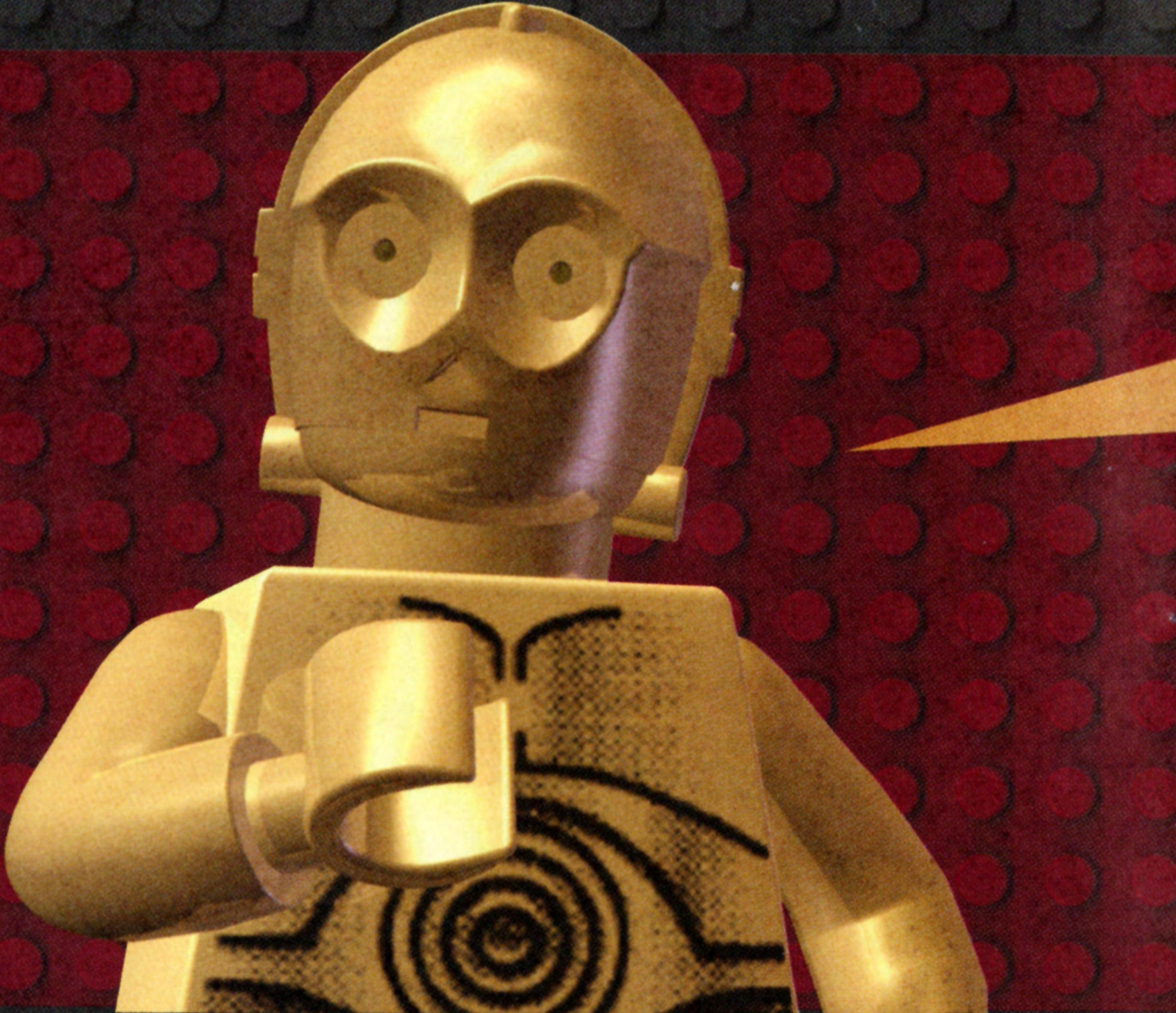
**Encourage cheating I
do not, but wise you would
be and cheat codes you
would have for registering
your game at:**

reg.lucasarts.com



CONTENTS

A Communication from C-3PO	8	Special Abilities	19
Welcome to the Mos Eisley Cantina	12	Collectibles	21
Gameplay Modes	14	Pausing Your Progress	23
The Basics	15	Saving/Loading	24
Controls	16	Character Checklist	25
Combat	18	Credits	27



GREETINGS!

I am C-3PO, human-cyborg relations. Hopefully you don't expect me to defend you against hostiles. I am after all only a protocol droid, and not programmed to engage in such harrowing activities. I'm not invincible! But I can offer some assistance by being your guide.

I have taken spotless notes during my journeys, most of which I think will come in handy on your very own adventures. Consider them tips and general observations on how I experienced the galaxy during some rather troubling situations-- the LEGO Star Wars universe can be a frightfully dangerous place, you know. However, I take no responsibility if any of my "suggestions" result in loss of plastic limb. I've included many suggestions made by my dear friend R2-D2 (sometimes against my better judgement), so it would only seem fair to address all grievances care of him.

Should you find this guide useful, though, please forward all flattery to Lars Moisture Farm, Attn. C-3PO, Tatooine, Arkanis Sector, Outer Rim. —SINCERELY, C-3PO





LEGO® STAR WARS™ II: THE ORIGINAL TRILOGY

WELCOME TO THE MOS EISLEY CANTINA



THE BAR

The infamous Mos Eisley Cantina is renowned for its extensive menu of galactic delicacies. Simply wander over to the blue LEGO mat in front of the bar to view what the bartender has on tap, using the A Button to select each option.

Your journey begins in a rather dubious (despite Han Solo's opinions to the contrary) watering hole, the Mos Eisley Cantina. However, I must insist that you purchase your own drinks – droids are not made of credits, you know!

Starting off, you'll be in control of the lovely Princess Leia, along with her Rebel Trooper companion who seems to follow her almost anywhere – and he doesn't even break a sweat. Go ahead, tease the eager fellow by touring him around the Cantina.

HINTS- Especially good for weary travelers with a taste for gameplay tips.

CHARACTERS- Looking for a different flavor? As you journey, bonus characters will become available here.

EXTRAS- Those with a hankering for exotic and expensive seasonings will find these gameplay “cheats” very useful.

CODES- Being the best in the galaxy even means accepting custom orders. Enter your secret codes here.

EPISODES

If you're looking to get right into the thick of things, I suggest jogging over to one of the three episode doors surrounding the bar, each very cleverly named Episode IV: *A New Hope*, Episode V: *The Empire Strikes Back*, and Episode VI: *Return of the Jedi*. Each door leads to several different chapters – all of which should seem oddly familiar to those well-traveled. Once you complete the first chapter, *The Blockade Runner*, subsequent chapters will be unlocked, allowing you to move, in parallel, between all three episodes.



GAMEPLAY MODES

After entering a chapter in the Cantina, you'll be forced to make an extraordinarily difficult choice between two gameplay options. Don't worry, I'm here to assist you.

STORY

The developers of this wonderful game have spared no expense to prepare a Story Mode that follows the events of the original *Star Wars* Trilogy almost exactly. However, you'll only have access to certain characters specific to each scene.

FREE PLAY

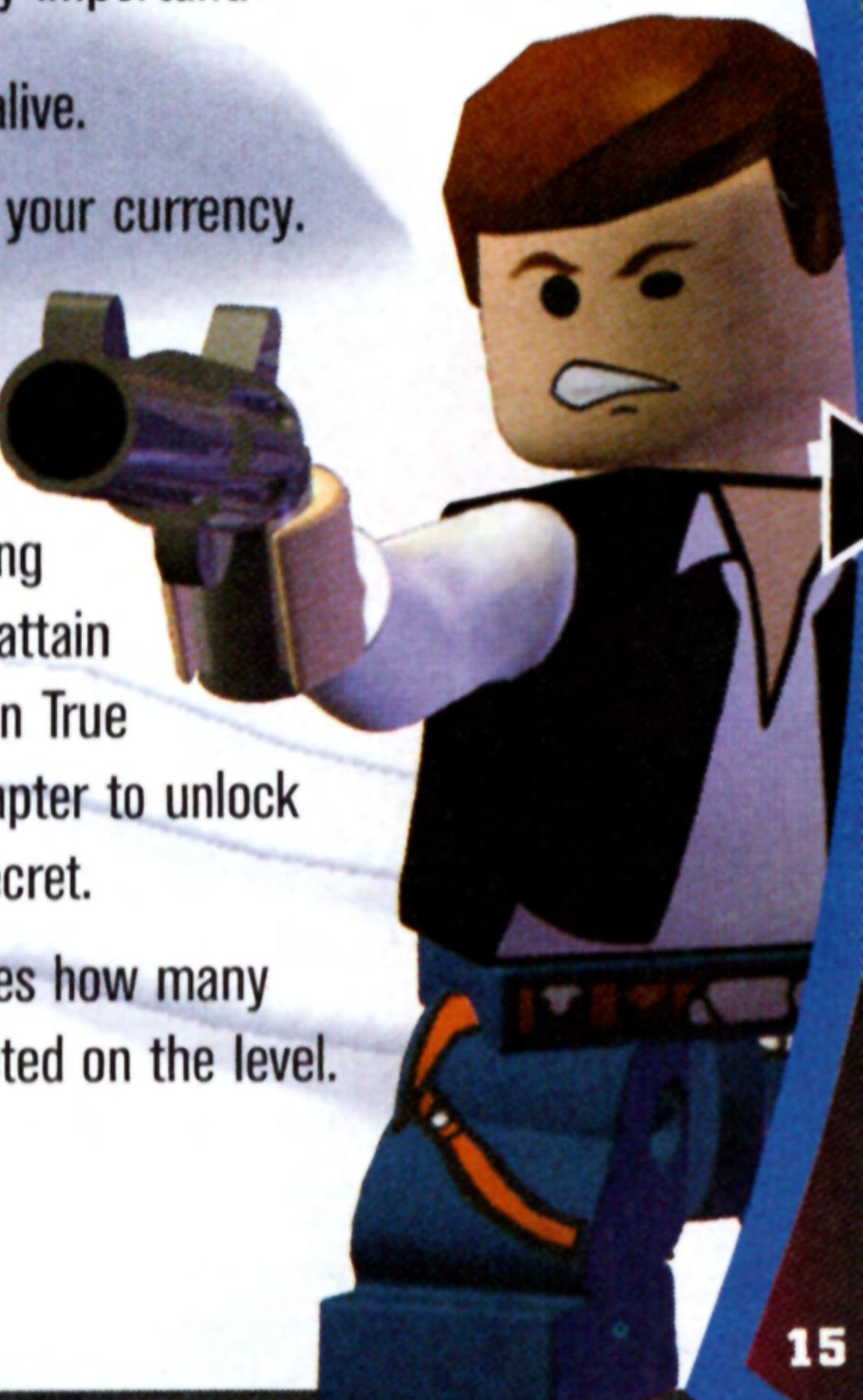
For the more adventurous at heart, Free Play Mode allows you to journey back into any unlocked chapter using your choice of characters – and rotate between them at will. While you'll certainly meet some worthy allies during Story Mode, other characters must be purchased at the Mos Eisley Cantina bar or unlocked via Mini-Kits.

THE BASICS

Before you go and get broken into tiny, plastic bits, you should know a few more things. Take a good look below – all of this information is crucial, indispensable, and frankly, very important.



- 1. Hearts** Keep you alive.
- 2. LEGO Studs** Are your currency.
(see: page 21)
- 3. True Jedi Status** Collect enough LEGO Studs during each chapter, and you'll attain True Jedi Status. Maintain True Jedi Status for every chapter to unlock this game's innermost secret.
- 4. Mini-Kits** Indicates how many Mini-Kits you have collected on the level.



CONTROLS

MENUS

- Highlight menu option+Control Pad
- Select highlighted optionA Button
- Go back / CancelB Button

CHARACTERS

- Move character+Control Pad
- JumpA Button
- Attack / DefendB Button
- Special abilitiesL Button (hold down)
- Pull leverR Button (hold down)
- Switch between charactersFace character, then press SELECT
- Pause / In-Game optionsSTART

VEHICLES

- Move vehicle +Control Pad
- Fire weapon B Button
- Special abilities L Button (hold down)
- Pause / In-Game options START



COMBAT

LIGHTSABER

Attack B Button



Slam Attack Press A Button, then press the B Button in mid-air

Combos Time your attacks carefully in sequence

Defensive Stance Hold down B Button (when timed,
you can deflect laser blasts back at attacker)

BLASTER

Fire Press and Hold B Button

Evade (Timed with Incoming Blaster Bolt) Press and Hold B Button



DROIDS

Fire Are you insane!? Droids aren't designed for combat!

SPECIAL ABILITIES

THE FORCE

When you are playing a Jedi, you may see a Force glow engulfing an object. That is your cue to perform a variety of special moves:

Force Transform ... Hold R Button while facing highlighted object

Force Powers Pressing the L Button while facing your enemy will activate your Jedi's unique Force powers

BUILDING

Fret not – Jedi don't have all the fun with LEGO bricks. Any humanoid characters can utilize the Build action to transform seemingly useless piles of plastic into... somewhat more useful things, also made of plastic.

Build Hold R Button while facing pile of LEGO bricks



HOVER

They may be Force-less, but certain Astromech droids are pre-installed with anti-grav boosters allowing them to hover to places that Jedi just can't go.

Hover - Press and hold A Button, then move as normal



ACTIVATING PANELS

Some doors can only be unlocked by certain characters. You'll be prompted with a character icon on the panel so you'll know which one to use.

Activating Panels - Face panel, then press L Button

DISGUISES

Sometimes situations require a little less brute force and a little more stealth, so humanoid characters like Luke Skywalker have the ability to disguise themselves as Stormtroopers or bounty hunters to sneak past enemies.

COLLECTIBLES

LEGO STUDS

Since credits are easily counterfeited, a new currency called LEGO Studs has been put into place. These little bits of valuable plastic can be earned in a variety of ways –breaking, blasting, slicing, exploding.

At the end of each chapter, your LEGO Studs are banked and can be exchanged at the Mos Eisley Cantina to unlock characters, cheats, and other extras.

LEGO Stud Currency Exchange Rates:

One Silver Stud **10**

One Gold Stud **100**

One Blue Stud **1,000**



Should your character fall apart, you'll drop a portion of the LEGO Studs you collected during that chapter. Serves you right for being careless!

MINI-KIT CANISTERS

The developers of this game have taken great pride in hiding rare, little items called Mini-Kit Canisters in every nook, cranny, and even the Sarlaac pit. They're difficult to find, but if you can locate 10 Mini-Kits in each chapter, you'll be rewarded with immense LEGO Stud wealth and will be able to unlock additional characters.

PAUSING YOUR PROGRESS

By pressing **START**, you can pause any near-death situation and view your progress, seeing how many **Mini-Kit Canisters** you've collected and how close you are to being the envy of all your friends by attaining **True Jedi Status** for that particular chapter. Or you can merely ignore the conflict at hand and toggle through:

OPTIONS To adjust sound effects and/or music volume, adjust gamma and isometric control, or view the game credits.

EXTRAS This contains special unlockable features that can be purchased at the Mos Eisley Cantina.

SAVE & QUIT ... Save your progress and return to the main menu.

At the conclusion of each chapter, you'll be treated to a measure of your gaming abilities, recounting all the characters you've unlocked for use in **Free Play Mode**, and the **LEGO Studs** and **Mini-Kit Canisters** you've collected.



SAVING



Listen up – this is more important than remembering my manufacturing day! After completing a chapter, customizing a character, or purchasing something from the Mos Eisley Cantina bar, you'll be asked to save your game. This is recommended. Highly. Trust me, it's worth it!

LOADING A SAVED GAME

FROM THE OPENING SCREEN

Select the “Load Game” option using the +Control Pad and press the A Button. Then select a save game slot, and press the A Button again.

DURING GAMEPLAY

To see your saved games from the Mos Eisley Cantina, press START to pause the game and access the in-game “Pause” menu. Select “Quit” to exit the game, and then choose load game from the startup menu.

CHARACTER CHECKLIST

To properly complete this game, one must unlock every single character. Otherwise, I'd seriously reconsider calling yourself a "gamer" – it's just not fair to the truly dedicated humans out there. Also, it has to be said that not all unlockable characters are listed – we can't give away everything!



Luke
(Tatooine)



Luke
(Jedi)



Luke
(Bespin)



Han Solo
(Tatooine)



Han Solo
(Jabba's Palace)



Han Solo
(Hoth)



Leia
(Senator)



Leia
(Hoth)



Leia
(Bespin)



Leia
(Endor)



◆ Leia
(Slave)



◆ R2D2



◆ C3PO



◆ Obi-Wan
Kenobi



◆ Chewbacca



◆ Yoda



◆ Lando
Calrissian



◆ Wickett



◆ Ewok



◆ Rebel
Trooper

CREDITS

AMAZE ENTERTAINMENT

Executive Producers

Dan Elenbaas

David Mann

Executive Studio Director

Steve Ettinger

Producer

Dan McAuliffe

Lead Programmer

Bill Harding

Lead Artist

Tamara Knoss

Senior Environmental Artist

Michael Wilcox

Programmers

Dan Posluns

Les Banks

Kevin Wright

Zak Arntson

Mike Dorgan

Robert Kirkpatrick

Animation

Nathan Adams

Design

Tony Sharma

Scripting

Alex Mickus

Russ Andes

Lead Composer and Sound Designer

Ian Stocker

Sound Design

Matt Piersall

Additional Art

Kelsey Martin

Adam Houghton

Kris Durrschmidt

Nelson Brown

Sketch Ditty

Additional Production

Sean Epperson

Testing Lead

Lizz Cummins

Software Testers

Kjell Jacobson

Rebecca Davis

Development Manager

Michelle Gingrich

Technical Director

Doug Schilling

Art Director

Randy Briley

Design Director

J.C. Connors

Studio Coordinator

Cheryl Perrins

Testing Manager

Bill Schneider

Creative Director

Phil Trumbo

Vice-President, Development Services

Jack Brummet

Vice-President, Operations and Finance

Mike Dean

Director of Marketing

Curtis Asplund

Special Thanks to Amaze Entertainment Operations

Stephanie Card

Susan DeMerit

Stephanie Hjertager

Christian Kimball

Matt McIntire

Wesley Patten

Special Thanks

Nicholas Jacobson

Dustin Cartwright

Sebastian Kienzl

Martin Korth

Traveller's Tales

TT GAMES PUBLISHING

Managing Director

Tom Stone

Development Director

Jonathan Smith

Producer

Loz Doyle

Marketing Assistant

Richard Earl

QA Lead

Peter Spencer

QA Testers

Nimish Shah

Sam Woodbridge

Tom Nicholas

Kevin Watt

Additional Testing

Toby Smith

Sam Smith

Business Development

Garry Edwards

Financial Controller

Mike Wyre

Special Thanks

Laura, Rose, Ella, Becky, Ben,
Angela, George, Harry, William

BABEL MEDIA

QA Managers

Simon Lawrence

Paul Magor

Project Managers

Audrey Poisson-Poirier

David Lawson

QA Localisation Coordinators

Laura Carter

Rodney Dickson

QA Localisation Testers

Jacob Sondergard

Pernille Brudvigt

Xavier Tolentino

Alen Hadzihasanovic

Oskar Matzke

Gabriela Rangel

Philippe Daigle

Nicholas Munoz

Giovanna Pellechia

QA Functionality Coordinator

Steve Beauchamp

QA Functionality testers

Nicolas Roy

William Pare

Peter Reid

Minh Tuan Trinh

Philip Grohe

Ryan Osbourne

James Enright

Kevork Sukukdjian

Guillaume Duval

Dominic Bergeron

Woolie Madden

LEGO COMPANY

Michael Boland

Michael Pratt

Jay Bruns

Beliza Anzalotti

Tamara Damarjian

LUCAS LICENSING

a division of Lucasfilm Entertainment
Company Ltd.

Stacy Arnold-Strider

Chris Gollaher

Darren Phillipson

Derek Stothard

LUCASARTS

a division of Lucasfilm Entertainment
Company Ltd.

VP Product Development

Peter Hirschmann

Executive Producer

Darren Atherton

Producer

David Perkinson

Assistant Producer

Jeffrey Gullett

International Production Lead

Gary Chew

International Production Assistant

Ken Balough

Additional International Production

Marianne Monaghan

Technical Director

Jonathan Williams

Lead Tester

Mark Montuya

Assistant Lead Testers

Troy Sims

Adam Goodwin

Audio Department Senior Manager

Darragh O'Farrell

Audio Lead

Jim Diaz

Sound Design

Julian Kwasneski

Jared Emerson-Johnson

Nick Peck

Aren Downie

Additional Cutscene Audio Editing

David Collins

Ellen Meijers

Al Nelson

Bob Shoup

Todd Davies

Voice Editing and Processing

Cindy Wong

Will Beckman

Original Star Wars Sound Effects

Ben Burtt

Music Editing/Implementation

Jesse Harlin

Original *Star Wars* music composed by

John Williams

© Lucasfilm Ltd. & TM. All rights reserved. Used under authorization.

Published by Bantha Music (BMI). Administered by and/or co-published

with Warner-Tamerlane Music Publishing Corp. (BMI).

Voice Characterization

Tom Kane

Special Audio Dept. Thanks

Jennifer Sloan

QA Supervisor

Toby Mast

Senior Lead Tester

John Buzolich

Production Services Computer**Technician**

John Carsey

Compliance Supervisor

David Chapman

Lead Compliance Tester

Jason Wick

Assistant Lead Compliance Testers

Sarah Cherlin

Chris Navarro

Compliance Testers

Taek Yun

Cameron Pinard

Mastering Lab Supervisor

Jay Geraci

Mastering Lab

Eric Rauch

Scott Taylor

Product Support Lead

Jason Smith

President

Jim Ward

Vice President of Finance

Kevin Weston

Vice President of Global Sales and**Marketing**

Nancy MacIntyre

Director of Marketing

Kevin Kurtz

Product Marketing Manager

Ilkay Can

Associate Product Marketing Manager

Maly Ly

Marketing Coordinator

Yelena Kozlova

Director of Global Sales

Kevin Kebodeaux

Channel Marketing Manager

Sandee Ferrara

Sales Account Representative

Mike Maguire

Channel Marketing Specialist

Kristina Landies

Sales Coordinator

Lauren Short

Director of Public Relations

Jaime Rupert

Public Relations Managers

Jason Andersen

Alexis Mervin

Media and Events Publicist

Hadley Fitzgerald

Studio Publicist

Chris Baker

Senior Director of Production Services

Atsuko Matsumoto

**Operations Global Planning,
Materials & Manufacturing**

Cynthia del Rosario

Evelyne Bolling

Scott Fry

Carlos Bustillo

Myra Villadolid

Kim Reininger

Sales Operations & Credit

Jason Periera

Trisha Young

Helen Dear

Jason Vincenti

Raul Varguez

Director of Lucas Online

Paul Ens

Internet Production Manager

Nicole Love

Internet Content Manager

Lauren Mullaney

Internet Design and Programming

Summit Projects

Director of Consumer Insights

Sean Denny

Consumer Insights Analyst

Elina Shcop

**Assistant to the VP of Product
Development**

Mette Adams

Studio Coordinators

Eric Knudson

Elyse Regan

Manual Writer

Jon Gibson

Manual Designer

Larry Rawls

**Director of Business Affairs & General
Counsel**

Seth Steinberg

Business Affairs

John Garrett

Anne Marie Hawkins

Douglas Reilly

Carole Vandermeyde

Special Thanks

Elvis Katic

Evan Swasey

Gabe Gils Carbo

Greg Robles

Harrison Deutsch

Hiromi Okamoto

Jonathan Greber

Josh Lowden

Krystal Kierod

Mackenzie Merrill-Wick

Rebecca Williams

(for putting up with all of
my travels to the UK...)

Robert Monaghan

The Chew Family

The Ng Family

To Antonia and Isidro Valverde

To Zach and Taylor Hansen

Tony Grandlich

Vinea

Very Special Thanks

George Lucas

HOW TO CONTACT LUCASARTS

LucasArts has set up a variety of services to provide you with information regarding our programs, hints, gameplay assistance, and technical support.

WHERE TO FIND US ONLINE

You can visit the LucasArts Web site at www.lucasarts.com. From there you can access the Support area where you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative. The Support section of the LucasArts Web site also features community based Technical Support Forums where you can find the latest game support information, discuss technical issues and obtain assistance from other users.

YODA'S HELP DESK

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Support section of the LucasArts Web site at <http://support.lucasarts.com>. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you will be given the option to submit an e-mail message to an online representative.

TECHNICAL SUPPORT MAILING ADDRESS

LucasArts, a division of Lucasfilm Ltd.
P.O. Box 29908
San Francisco, CA 94129
Attn.: Product Support

LUCASARTS COMPANY STORE

You can also visit our secure online store at <http://store.lucasarts.com>. The Company Store offers a complete selection of LucasArts games, hint books and logo gear.

SOFTWARE LICENSE AND LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR OTHERWISE USING THE SOFTWARE. BY INSTALLING OR OTHERWISE USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND OR EXCHANGE SUBJECT TO THE RETURN POLICY OF THE RETAILER.

The computer program, artwork, music, printed materials, on-line or electronic documentation, and other components included in this product and all copies of such materials as such as may be modified or updated (collectively referred to as the "Software"), are the copyrighted

property of LucasArts, a division of Lucasfilm Entertainment Company Ltd. and/or its affiliated entities or divisions, and its licensors (collectively referred to as "LucasArts" or "Publisher"). The Software is non-exclusively licensed (not sold) to you, and LucasArts owns and/or controls all copyright, trade secret, patent and other proprietary rights in the Software. LucasArts may make improvements or updates to the Software at any time and with or without notice to you. Such improvements or updates may be automatically downloaded and incorporated into the Software where technologically feasible. Such updates or improvements may change the game play associated with the Software.

Subject to the terms and conditions of this Agreement, you may use the Software, solely for your personal use

and only in connection with a Nintendo GameCube, Nintendo DS, or Game Boy system. You may not circumvent or attempt to circumvent any technological measures in the Software or the media designed to prevent copying or unauthorized access.

All rights not specifically granted under this Agreement are reserved by LucasArts and, as applicable, their licensors. You may not: (1) copy the Software in its entirety onto a hard drive or other storage device and you must run the Software from the included Nintendo GameCube Disc ("GC Disc"), Nintendo DS Game Card ("Game Card"), or Game Boy Game Pak ("Game Pak") as applicable; (2) distribute, rent, lease or sublicense all or any portion of the Software; (3) modify or prepare derivative works of the Software, except as

otherwise may be allowed herein; (4) transmit the Software over a network, by telephone, or electronically using any means, or permit use of the Software, in a network, multi-user arrangement or remote access arrangement except in the course of your network multiplayer play of the Software over authorized networks in accordance with its documentation; (5) engage in matchmaking for multi-player play over unauthorized networks; (6) design or distribute unauthorized levels; (7) reverse engineer the Software, derive source code, or otherwise attempt to reconstruct or discover any underlying source code, ideas, algorithms, file formats, programming or interoperability interfaces of the Software by any means whatsoever, except to the extent expressly permitted by law despite a contractual provision to the contrary, and then only after you have notified LucasArts in writing of your intended activities; (8) remove, disable, or circumvent any proprietary notices or

labels contained on or within the Software; (9) export or re-export the Software or any copy or adaptation thereof in violation of any applicable laws or regulations; or (10) commercially exploit the Software, specifically at any cyber café, computer gaming center or any other public site without first obtaining a separate license from LucasArts (which it may or may not issue in its sole discretion) for such use, and LucasArts may charge a fee for any such separate license.

You may transfer the Software, but only if the recipient agrees to accept and be bound by the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation. Your rights in and to this license are automatically terminated if and when you transfer the Software.

LucasArts warrants to the original consumer purchaser only that the media furnished in this Software will be free from

defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media furnished in this Software proves to be defective, and provided that the original consumer purchaser returns the media to LucasArts in accordance with the instructions in this paragraph, LucasArts will replace the defective media: (a) free of charge to the original consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, or (b) for a fee of \$15.00 (all references herein are to United States dollars) per GC Disc, Game Card or Game Pak, if the media proves to be defective after the expiration of the ninety (90) day warranty period, provided that the request is made within a reasonable time from purchase, and LucasArts continues to distribute the GC Disc, Game Card or Game Pak commercially. To obtain a replacement GC Disc, Game Card or Game Pak, please

return the defective GC Disc, Game Card or Game Pak only, postage prepaid, to Product Support

LucasArts, a division of Lucasfilm Entertainment Company Ltd.

P.O. Box 29908

San Francisco, CA 94129

accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for \$15.00 per GC Disc, Game Card or Game Pak made payable to LucasArts if after expiration of the warranty period. LucasArts will mail a replacement to you. In the event that the Software is no longer available, LucasArts retains the right to substitute a similar product of equal or greater value. This warranty is not applicable and shall be void if the defect has arisen through abuse, mistreatment, neglect, or from normal wear and tear. LucasArts has no obligation to provide support, maintenance, upgrades, modifications or new releases under this Agreement.

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. **LUCASARTS EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.** LUCASARTS DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. LUCASARTS SHALL ALSO NOT BE LIABLE FOR ANY DELAYS, SYSTEM FAILURES OR SYSTEM OUTAGES WHICH MAY, AFFECT ONLINE GAME PLAY OR ACCESS THERETO.

LUCASARTS RESERVES THE RIGHT TO DISCONTINUE MAKING THE SERVER AVAILABLE (AND YOUR ABILITY TO PLAY THE GAME) AT ANY TIME AND FOR ANY REASON. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU, AND YOU (AND NOT LUCASARTS) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.
UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE, SHALL LUCASARTS, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS, LICENSEES OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE)

ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LUCASARTS OR A LUCASARTS AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LUCASARTS ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE. YOU AGREE TO WAIVE ANY RIGHT TO EQUITABLE RELIEF, INCLUDING, WITHOUT LIMITATION, ANY INJUNCTIVE RELIEF, TO ENFORCE THE

TERMS HEREOF. THE PARTIES ACKNOWLEDGE THAT THE LIMITATIONS OF LIABILITY IN THIS AND OTHER PROVISIONS OF THIS AGREEMENT AND THE ALLOCATION OF RISK HEREIN ARE AN ESSENTIAL ELEMENT OF THE BARGAIN BETWEEN THE PARTIES, WITHOUT WHICH LUCASARTS WOULD NOT HAVE ENTERED INTO THIS AGREEMENT. LUCASARTS' PRICING REFLECTS THIS ALLOCATION OF RISK AND THE LIMITATION OF LIABILITY SPECIFIED HEREIN. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

This Agreement is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents, and you hereby consent to personal jurisdiction in California. This Agreement will not be governed by the United Nations Convention on

Contracts for the International Sale of Goods, the application of which is expressly excluded. You and LucasArts each agree that any claim or controversy arising out of this Agreement or the Software shall be settled by expedited binding arbitration in accordance with the rules of the American Arbitration Association. Such arbitration shall take place in Marin County, California, and you waive any claim that such forum is inconvenient. Any such claim or controversy shall be arbitrated solely on an individual basis and shall not be consolidated with a claim of any other party. The arbitrator may not change the terms of this Agreement. The arbitrator may award injunctive or other equitable relief to enforce the terms hereof; provided, however, that no injunctive or equitable relief may be awarded that would enjoin or impair LucasArts' rights or ability to distribute or otherwise market, advertise, promote or exploit the Software. If it is judicially determined that any claim or

controversy arising out of or related to this Agreement or the Software cannot be settled by expedited binding arbitration as noted above, then you agree that any such claims or controversies shall be brought and maintained in the state courts located within the County of Marin, State of California or the federal courts of the Northern District of California, and you waive any claim that either such forum is inconvenient. The foregoing shall not preclude LucasArts from seeking any injunctive or other relief for protection of LucasArts' intellectual property rights or similar rights in any court of competent jurisdiction. Because LucasArts would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that LucasArts shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as LucasArts may otherwise

have under applicable laws. The prevailing party in any action to enforce this Agreement shall be entitled to recover costs and expenses including, without limitation, reasonable attorney's fees. LucasArts shall have the right, but not the obligation, to defend or settle, at its option, any action or proceeding arising from a claim that your permitted use of the Software infringes or misappropriates any patent, copyright, or other ownership of a third party. You agree to provide LucasArts with written notice of any such claim within ten (10) business days of your first knowledge thereof and to provide reasonable assistance in the defense of such claim. LucasArts shall have sole discretion and control over the defense or settlement of such claim, unless it declines to defend or settle such claim, in which case you are free to pursue such course of action as you reasonably determine. LucasArts is under no obligation hereunder to indemnify or hold you harmless with respect to any

actions, proceedings or claims. In the event of such a claim, or if LucasArts believes such a claim is likely, LucasArts may: (i) procure for you the right to continue using the Software; (ii) modify the Software so that it becomes non-infringing; or, (iii) terminate this Agreement. You agree to comply with any court judgment or other conditions imposed on you or LucasArts as a result of an allegation of patent or copyright infringement (whether by court order, agreement or otherwise), whether or not such judgment or conditions contradict the conditions of this Agreement, including without limitation, ceasing use of the Software.

If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the validity and enforceability of the remainder of this Agreement shall in no way be affected or impaired thereby and such provision shall be enforced to the maximum extent possible so as to effect the intent of the

parties and shall be reformed without further action by the parties to the extent necessary to make such provision valid and enforceable. LucasArts' failure to act with respect to a breach by you or others does not waive LucasArts' right to act with respect to subsequent or similar breaches, nor will any single or partial exercise of any right hereunder preclude further exercise of any other right hereunder. This Agreement sets forth the entire understanding and agreement between you and LucasArts with respect to the subject matter hereof. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties; provided, however, that LucasArts has the right, without notice and/or without a writing signed by both parties, to amend this Agreement in connection with any modifications or updates to the Software.

The license term shall commence as of the date you install or otherwise use the Software. You may terminate this license

by disposing of the Software. Without prejudice to any other rights of LucasArts, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all its component parts. Your disposal or destruction of the Software and any component parts must be done in accordance with applicable law. Except for the license granted herein and as expressly provided herein, the terms of this Agreement will survive termination.

If the Software is acquired under agreement with the U.S. government or any agency or instrumentality thereof, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.

LucasArts and the LucasArts logo are

registered trademarks of Lucasfilm Ltd. © 2006 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. and ® or TM as indicated. All rights reserved. LEGO, the LEGO logo and the Minifigure are trademarks of The LEGO Group. © 2006 The LEGO Group.

This game and manual are each a work of fiction. All of the characters, events, locations, logos, and entities portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

LucasArts, a division of
Lucasfilm Entertainment Company Ltd.
P.O. Box 29908
San Francisco, CA 94129

Rev.0 July 06

THE OFFICIAL BIONICLE® VIDEO GAME

BIONICLE HEROES



3296002

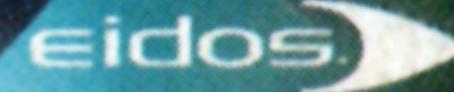
RATING PENDING



Visit www.esrb.org
for updated rating
information.



AVAILABLE NOVEMBER 2006
www.BIONICLEHEROES.com



BIONICLE® game software © TT Games Publishing Ltd 2006. Developed by Traveller's Tales Ltd. Certain technology © 2006 Amaze Entertainment Studio Inc. Amaze Entertainment and the Amaze Entertainment logos are trademarks of Amaze Entertainment, Inc. in the United States and/or other countries. Published by Eidos, Inc. and TT Games under license from the LEGO Group. LEGO, the LEGO logo and BIONICLE® are trademarks of the LEGO Group. ©2006 The LEGO Group. Eidos and the Eidos logo are trademarks of the SCI Entertainment Group. The rating icon is a registered trademark of the Entertainment Software Association. All rights reserved.

LUCASARTS, a division of Lucasfilm Entertainment Company Ltd. • P.O. Box 29908 • San Francisco, CA 94129 | PRINTED IN USA